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LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM

EmuMovies

PRINTED IN JAPAN

NES-UJ-USA

INSTRUCTIONS

Sammy®

ULTIMATE BASKETBALL™

Ⓣ

*THANK YOU FOR SELECTING THE FUN-FILLED "**ULTIMATE BASKETBALL**™" GAME PAK BY AMERICAN SAMMY CORPORATION.*

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.
2) Be avoid touching the connectors. Store the game pak in its protective STORAGE case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) Pause for 10-15 minutes after 2 hours or more of continuous game playing.

- Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

NINTENDO® AND Nintendo *ENTERTAINMENT SYSTEM* ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

Official
Nintendo
Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

CONTENTS

- **Ultimate Basketball Introduction** ..... Page 3
- **Quick Reference** 4
- **Starting Up** 5
  - Mode Selection
  - Game Selection
  - Selecting Your Team
- **Playing Ultimate Basketball** 10
  - The Court
  - The Tip-off
  - Player Control
  - Animation
  - Substituting Players
  - Violations
- **Ultimate Basketball League** 20

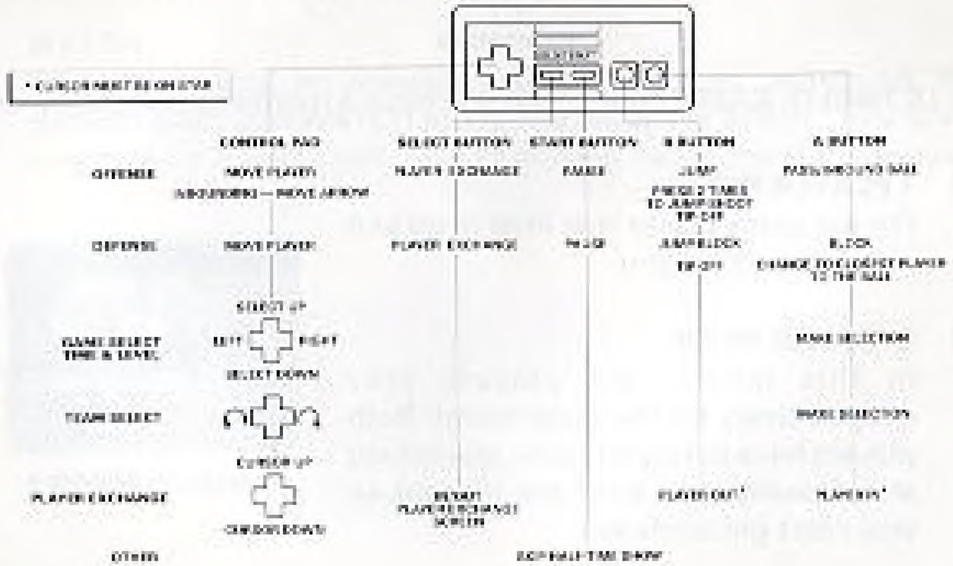
IT'S THE ULTIMATE!

"Dribble Drive...In the lane...Put it up...Score!"

ULTIMATE BASKETBALL captures all the thrills and energy of a real full-court ball game. You are in command; leading the court, making the plays, and scoring the points. Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away! When your men start to drag, don't worry — substitute! It's all here; pro-basketball at your fingertips!

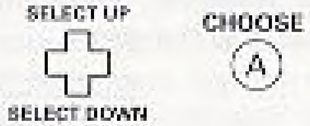
QUICK REFERENCE

The Quick Reference allows you to play the game without sorting through the entire manual. However, it is recommended that you read on for a better understanding of the game.



STARTING UP

MODE SELECTION



In ***ULTIMATE BASKETBALL***, you will have 4 modes to choose from:

1) **1 PLAYER MODE**
For the game player that likes to go at it alone, this is for you.

2) **2 PLAYER MODE**
In this mode, two players play cooperatively for the same team! Both players have full control over movement and passing, and both are marked so you don't get confused.

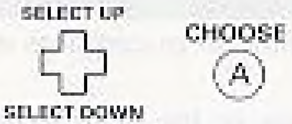
PLAYER 1 PLAYER 2

3) **VERSUS (Head-To-Head)**
Think your good enough to compete with another player?

The VERSUS mode is for head-to-head competition between two players.

4) **WATCH**
When basketball on television gets too boring, switch ***ULTIMATE BASKETBALL*** into **WATCH** mode and enjoy the action. This is a great way to learn the in's and out's of playing ball in the U.B. League.

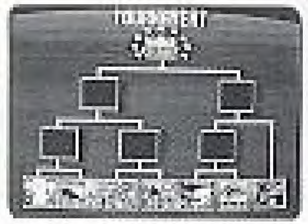
GAME SELECTION



You can choose either the **TOURNAMENT** or **ONE GAME** modes to play.

1| TOURNAMENT

Compete in the ***ULTIMATE BASKETBALL LEAGUE!*** To become the champion, you'll have to beat 2 of the 7 teams competing for the title. In tournament play, each period is 5 minutes long, and the difficulty setting is random.

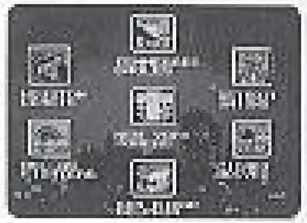


2. ONE GAME

In ONE GAME mode, you can choose both your team and the computer's team from the U.B. league. You can also select the amount of time you wish to play, as well as the level of difficulty. This is an excellent mode for just "one game" or practice against a tournament champion.

SELECTING YOUR TEAM

After you have made mode and game selections, select the team you would like to play. ***ULTIMATE BASKETBALL's*** league consists of 7 teams, each having unique skills and talented players (See ***ULTIMATE BASKETBALL LEAGUE*** chapter for more info.). In **1 PLAYER** and **2 PLAYER MODES**, player 1 will choose their team and the computer's teams unless **TOURNAMENT** mode is played. In **VERSUS MODE**, each player will choose their own teams, and in **WATCH MODE**, player 1 will pick the teams they want to watch.



PLAYING ULTIMATE BASKETBALL

THE COURT

Here is a view of the entire ***ULTIMATE BASKETBALL COURT*** and descriptions of what you'll see.

Foul meter P1
Player 1 score

Message Window
Game Clock

Basket 1

PLAYER SCORE — The score is located next to the team's banner, and is indicated by either 1up or 2up.

GAME CLOCK — The game clock tells you how much time remains in the period.

MESSAGE WINDOW — When a player error (i.e. CHARGING, FOUL, etc.) has been made, or the period ends, a message will appear in the Message Window.

FOUL METER — This indicator shows how many fouls have been called against your team.

THE TIP OFF

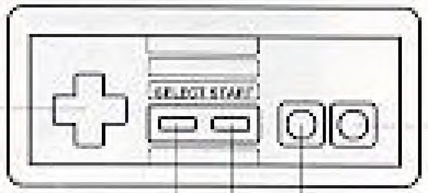
The excitement of every period of ***ULTIMATE BASKETBALL*** begins with the toss-up. Indeed, this moment can win or lose a game.

As soon as the ball is in the air, press the (B) to jump and retrieve it.

PLAYER CONTROL

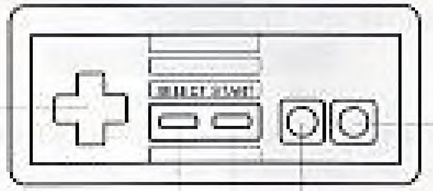
Here are the controls for players 1 and 2, to be used on the basketball player with the I (player one) or II (player two) indicator above their head.

OFFENSIVE PLAYER (The man with the ball)



* You can only pause while the ball is in play.

DEFENSIVE PLAYER (The man trying to get the ball)



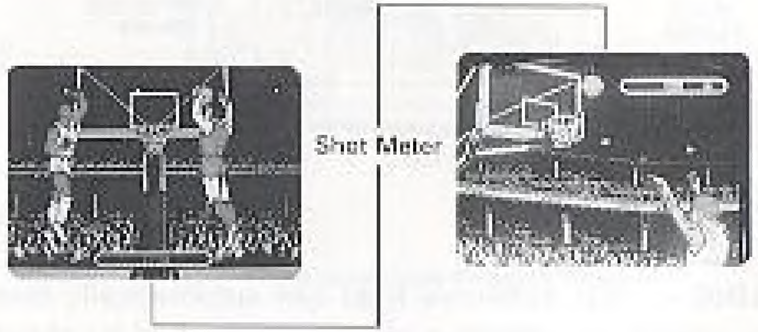
* You can only pause while the ball is in play.

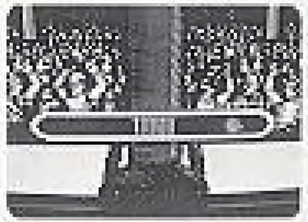
STEALING — Your defensive man can automatically steal, but he must remain close to the offensive player with the ball for about 2 seconds.

ANIMATION

To make your game more exhilarating, we have included several spectacular animation sequences that you can control.

The Shot Meter
As a player makes a slam dunk, or goes up for a free throw, the Shot meter is displayed.





When the ball reaches the **Score Zone**, press the (B) to slam dunk the ball, otherwise, your player will miss the shot.

The Three-Point shot is shown during game-play, but there is no interaction with the player. Just sit back and enjoy the show!

SUBSTITUTING PLAYERS

If you find that your team needs an extra boost in skill, or your desperate for an all-star, just substitute! However, you can only substitute under these conditions:

A) A Violation (5 sec Violation, Charging, Traveling, etc.) has been committed.

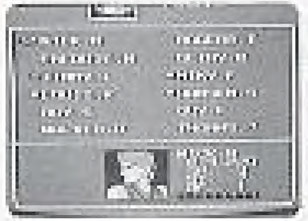
B) One of your men has committed 5 violations in the game.

C) The ball has been thrown out-of-bounds.

When one of the above occurs, press the **SELECT BUTTON** and the Player Roster will appear.

Player Roster

Cursor



SP — The quickness of the player (MAX=10).
ST — The players shooting ability (MAX=10).
DF — Shows players defensive ability.
Stamina Meter — Bars indicate the amount of stamina remaining in a player.

Remember, you must have 5 players on the court at all times. When you are finished with your selections, press the **SELECT BUTTON** again to return to the game. *Good Luck with your new players!*

VIOLATIONS

You will receive a Violation for the following:

A) **TRAVELING**, or handling the ball after you jump.
B) A **"BACK PASS"**, in which the player throws the ball behind the mid-court line.
C) **TIME VIOLATIONS**
   5 SECOND — For not inbounding the ball on time.
   10 SECOND — For not passing the half-court line to your basket.
   30 SECOND — For not shooting the ball while it is in your possession.

After committing a violation, the ball goes to the other team.

Personal Fouls include *pushing, charging, and blocking.* The ball will be given to the other team if you are charged with a personal foul. If any one player receives 5 personal fouls, they are thrown out of the game, and must be replaced.

Team Fouls are committed by executing more than 8 violations in a half. In this case, the opposing team is given two free throws.

ULTIMATE BASKETBALL LEAGUE

STARTING LINE-UP AND TEAM DESCRIPTIONS

	NAME	HT	WT	SP	ST	DF
NEW YORK POWERS	JIMMY L.	6-8	215	8	6	2
	LOUIS K.	6-2	200	8	6	2
	MIKEY F.	6-3	180	9	6	1
	NICK R.	6-9	220	9	7	1
	HANSON S.	6-5	205	7	6	6

The **POWERS** maintain a well-rounded basketball team. Their speed and intricate passing game always keeps them at an advantage.

	NAME	HT	WT	SP	ST	DF
L.A.	ANDREW M.	6-4	195	6	6	7
EAGLES	BILLY J.	6-9	230	7	4	6
	RALPH I.	6-4	185	8	4	2
	PETER G.	6-3	180	4	5	9
	SPENCER J.	6-5	210	5	5	8

Though the **EAGLES** have a rock defense, they're not so talented at the hoop, and often miss.

DETROIT	THUNDER B.	6-8	230	6	6	7
UNIONS	PAUL M.	6-9	224	4	6	9
	MICHAEL J.	6-6	226	8	6	2
	RAY W.	6-4	205	8	6	2
	SILVER K.	6-8	205	6	6	7

Their defense is weak, but the **UNIONS** make up for it with hard drills to the basket.

	NAME	HT	WT	SP	ST	DF
CHICAGO	BRIAN A.	6-8	220	9	9	1
WOLVES	ABEL L.	6-6	200	7	8	6
	GILL B.	6-8	230	4	8	9
	HACK J.	6-9	225	7	8	6
	RIAN S.	6-9	215	5	8	2

The **WOLVES** are probably the most conservative team in the league.

SAN DIEGO	ROGER T.	6-9	215	7	6	6
DOLPHINS	EDWARD B.	6-5	225	9	4	1
	MORRIS C.	6-9	225	6	4	7
	WHITE P.	6-9	205	7	5	6
	STING W.	6-8	235	5	5	8

No one can complain about the **DOLPHINS** style. They do everything well!

	NAME	HT	WT	SP	ST	DF
DALLAS FIGHTERS	JACKSON M.	7-1	235	9	9	1
	HEYGAR S.	6-9	225	7	8	6
	RUDY H.	6-6	215	9	8	1
	STEVE W.	6-9	165	7	8	6
	RICK A.	6-7	230	8	8	2

The **FIGHTERS** maintain their high ranking in the league with a complex passing game that goes right up to the hoop.

HOUSTON COMETS	HERBERT J.	6-3	180	7	6	6
	ALAN S.	6-5	207	5	4	8
	SMITH P.	6-3	198	6	4	7
	ALBERT A.	6-3	180	6	5	7
	ANDY T.	6-4	188	9	5	1

The **COMETS** can destroy a team's morale with their tight defense and long-range shooting ability.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that the AMERICAN SAMMY Game Pak ("PAK") (including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (310) 325-7107.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite B-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Customer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK, and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.